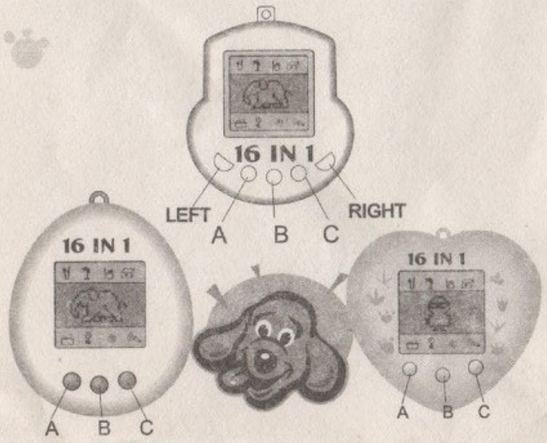
ELECTRONIC

Super Pet

16 in 1

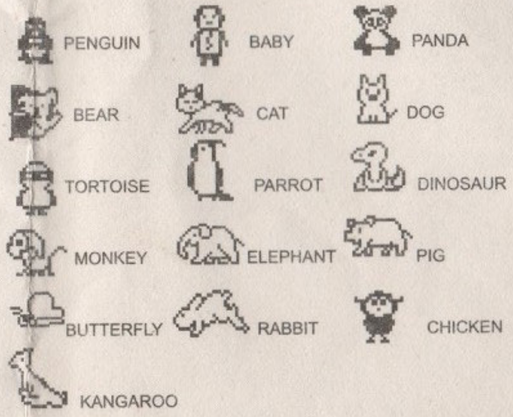
OPERATING MANUAL



■ OPERATING MANUAL:

Turn on the game by pulling the tag out.
There are 16 animals for your to select.

A - Select your favorite pet
B - Confirm your desired pet
LEFT / RIGHT select ICON



■ press B to enter time mode, Pressing A & C together to enter time setting mode. ("set" appears.)
A -Hour setting
B -Minute setting
C -Confirm

After time setting, your pet will be bron in 3 minutes

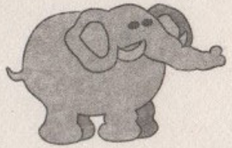
Feeding: TOW choices
Bundle: One bundle means one measure.
Cookie: Maximum 16 times one day, otherwise, the chick will get sick.
Press A to select feeding picture; press B to confirm;
Press A once more to choose food; press B again to feed.

INJECTION
When "💊" appears, it means the pet is ill and needs an injection to treat it.
Press A to choose this picture; Press B to inject the pet.

Game : Guess it shakes to the right side or left side
Press A to choose this picture; Press B to start the game.
A-Right B-Left
5 times for each game, If you win, pet will appear delighted, and the happiness symbol will go up by one icon .

Education / DISCIPLINE:
When the pet screams unreasonably, such as it refuses to eat when it feels hungry; refuses to be cleaned when it makes a mess, then under these circumstances, it need to be educated or disciplined.
* Definition of bad behaviour: The pet does not respond to food, drink, game, cleaning etc.
Press A to choose this picture; Press B to educate.

Scream:
When the pet feels hungry, sick or wants to mess,or play, it will scream like "Be...Be..."



Cleaning:
When the pet makes a mess. It needs cleaning.
Press A to choose this picture; press B to confirm;

LIGHT TURNING ON/OFF:
Press A to choose this picture; press B to confirm;Press A again to choose light on/off picture; press B to confirm;

Mode
Checking mode is the best way to know the health of your pet.
Press A to choose this picture.
Press B to confirm. continue to Press B to check it's age, weight, hunger degree,happiness degree, sleeping and education degree.